# GAMLE4 – Feature doc – Cigarette Bud (stealth map)

## Why? / Summary

A Player power that can be picked up to add health.

## a cigarette bud photorealistic but not very serious, video game pickup item

## Goals

* Have a powerup that allows the player to survive the world for longer.
* Have a power that needs to be used tactically.

## Feature breakdown

This feature is placed in specific strategical places where the player can pick them up and health is added to the health bar (different FDD).

The cigarette bud emits light to show where it is and is essential for traversing the map. To gather this power up, the player walks into it and the power disappears (only respawns if the player were to die/ restart the level). The player must therefore collect the powerup and continue as fast as possible.

After picking up the power, some amount of health gets added to the health bar (different feature).

Controls:

* No real controls
* The player walks into the power with the movement feature

Mechanics:

* When the player collides with the power up, it disappears, and an amount gets added to the health bar
* Can be avoided to not waste its power (go around it for example to pick it up when needed only)

Art:

* The cigarette bud looks like normal cigarette buds that haven’t been smoked but that are crumpled up slightly.
* It emits light in a small radius to indicate what it is and that it’s there
* No animations needed when picked up (simply disappears)

Sound:

* When picked up, it makes a short paper catching fire like sound
* When just in the world, it makes a very subtle whooshing sound

## Stats

It adds 25 points (out of 100) to the health bar

## Backstory

The mom and dad used to smoke a lot in the house, when they left a few cigarettes got scattered around the house

## Flags